



Intel Support to Planning

Maj Brian G. Sanchez



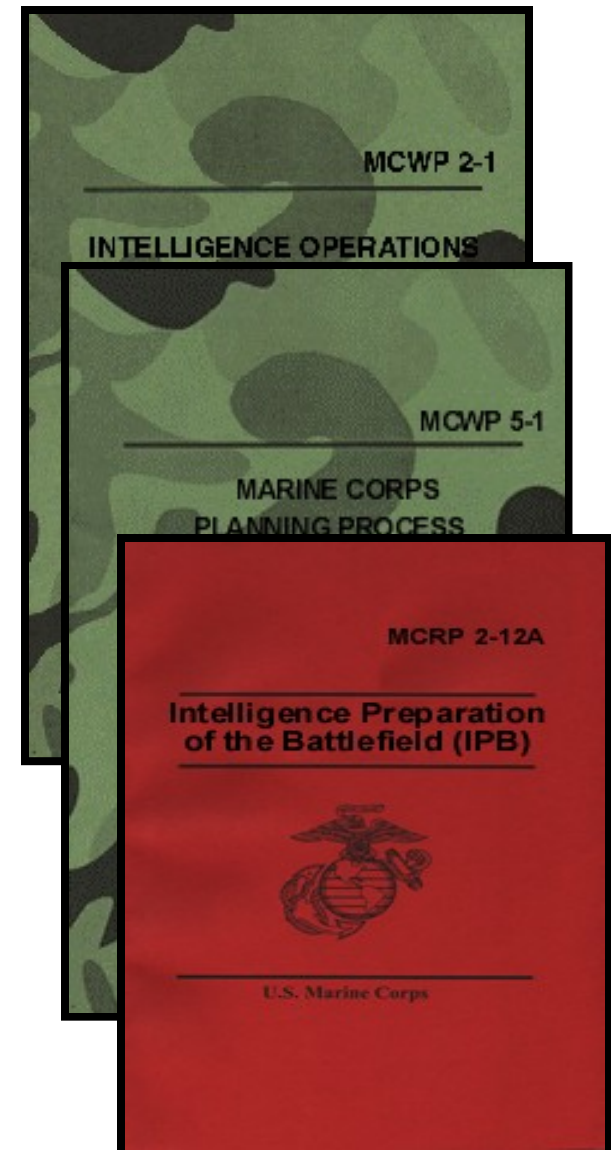
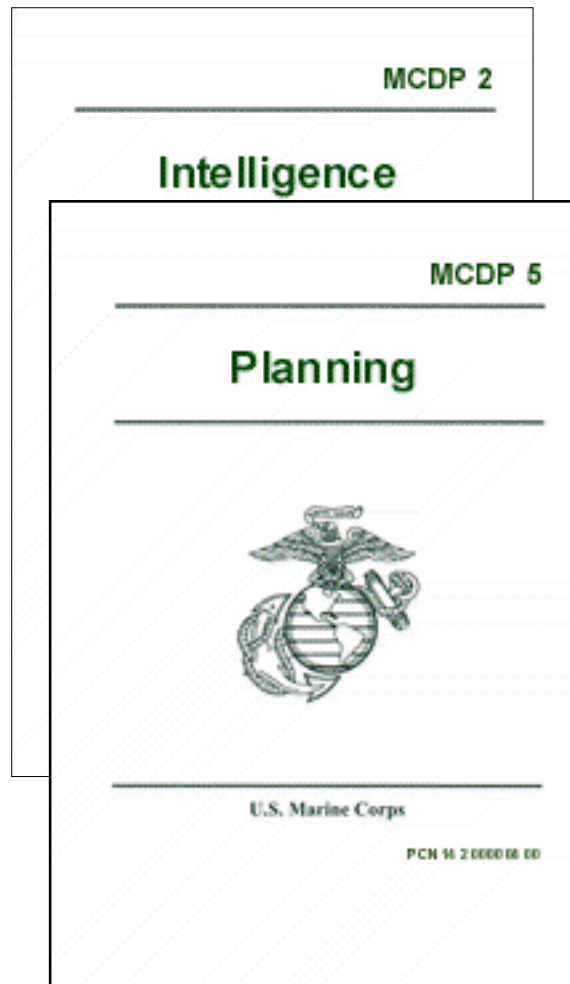
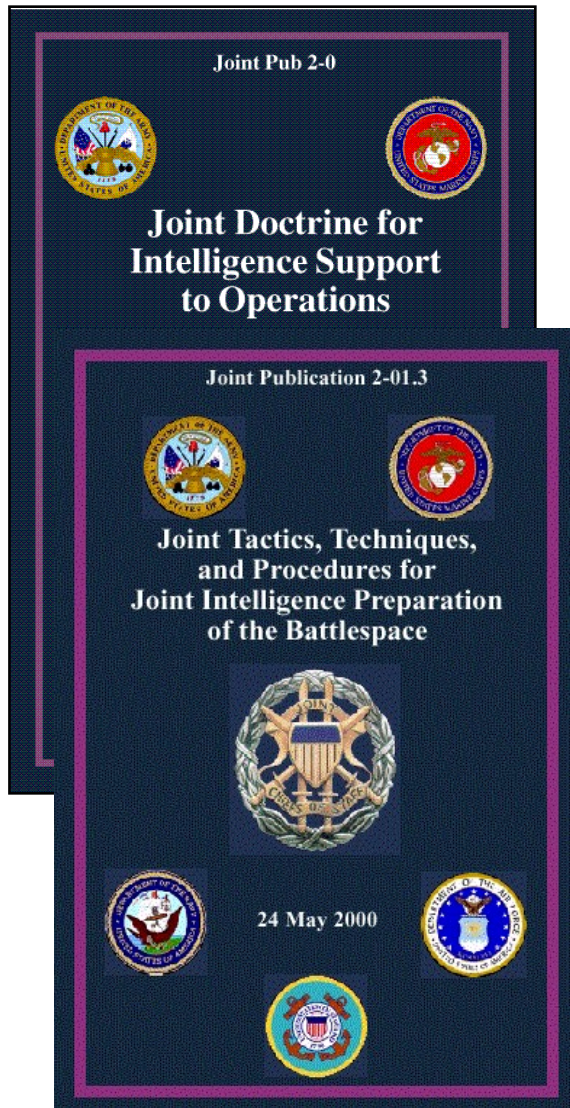
Purpose

MSTP

- Describe the Intelligence warfighting function
- Explain how the Intelligence Preparation of the Battlespace (IPB) process is used to organize intelligence support for the commander and staff
- Describe the timing of intelligence products to support decisionmaking and staff planning

References

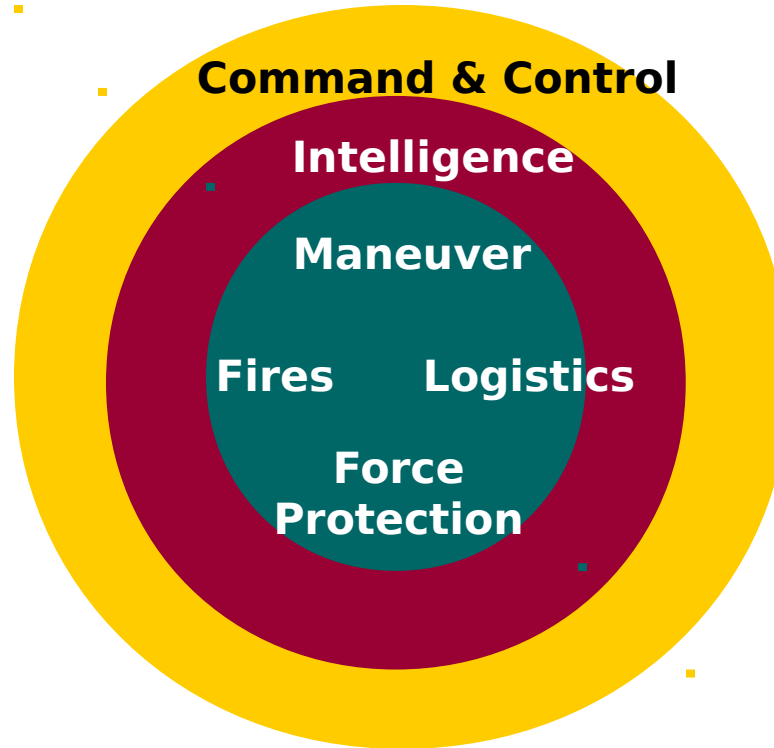
MSTP





Intelligence

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Intelligence – knowledge about the enemy or the surrounding environment needed to support decisionmaking

FMRP 5-

12C, MCDP 2

An integral part of command and control, “the means by which a commander recognizes what needs to be done and sees to it that appropriate actions are taken”



Intelligence

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Intel Objectives:

Provide accurate, timely, relevant knowledge about the enemy (or potential enemy) and the surrounding environment

Identify and evaluate existing conditions and enemy capabilities

Estimate possible enemy COAs

Aid in identifying friendly vulnerabilities the enemy may exploit

Assist in the development and evaluation of friendly COAs

Assist in protecting friendly forces through counterintelligence
Classes of Intel:

Descriptive (basic intel, encyclopedic, current intel, capabilities)

Estimative (forecasts, intentions) “estimating is what you do when you do not know”



Intelligence

MSTP

Deals directly with an independent, hostile will personified by the enemy

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Intelligence Support To Planning



MSTP

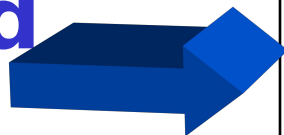
The Challenge:

**PLANNING PROCESS
TENETS:**

DEFINING FEATURES OF PLANNING:

Time & Uncertainty

Top-down
Integrated
Single
Battle
Concept



Intelligence

MANEUVER WARFARE:

**Orient on the
Enemy**



"...project our thoughts forward in time and space..."

MCDP 1, Warfighting

IPB



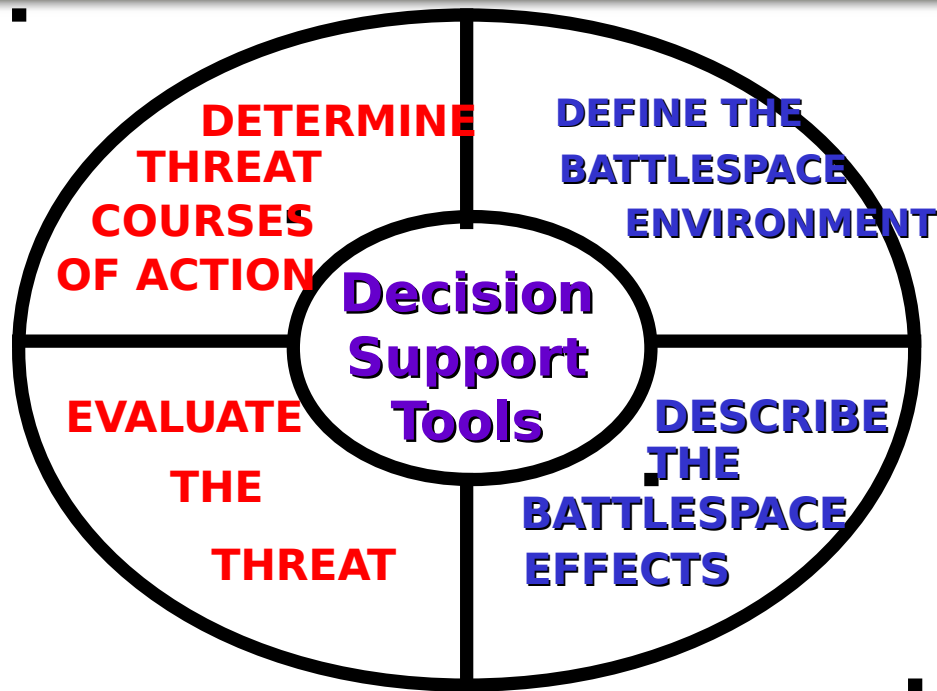
MSTP

- “A systematic, continuous process of analyzing the threat and the environment.” MCRP 2-12A
- Doctrinal Principles:
 - Evaluate the battlefield’s effects on friendly and threat operations
 - Determine possible threat COAs and their probability of adoption
 - Identify key threat assets for each COA and their likely battlefield location
 - Identify the activities, or lack of, and the locations where they will occur, that will assist in identifying which COA the threat adopts

IPB



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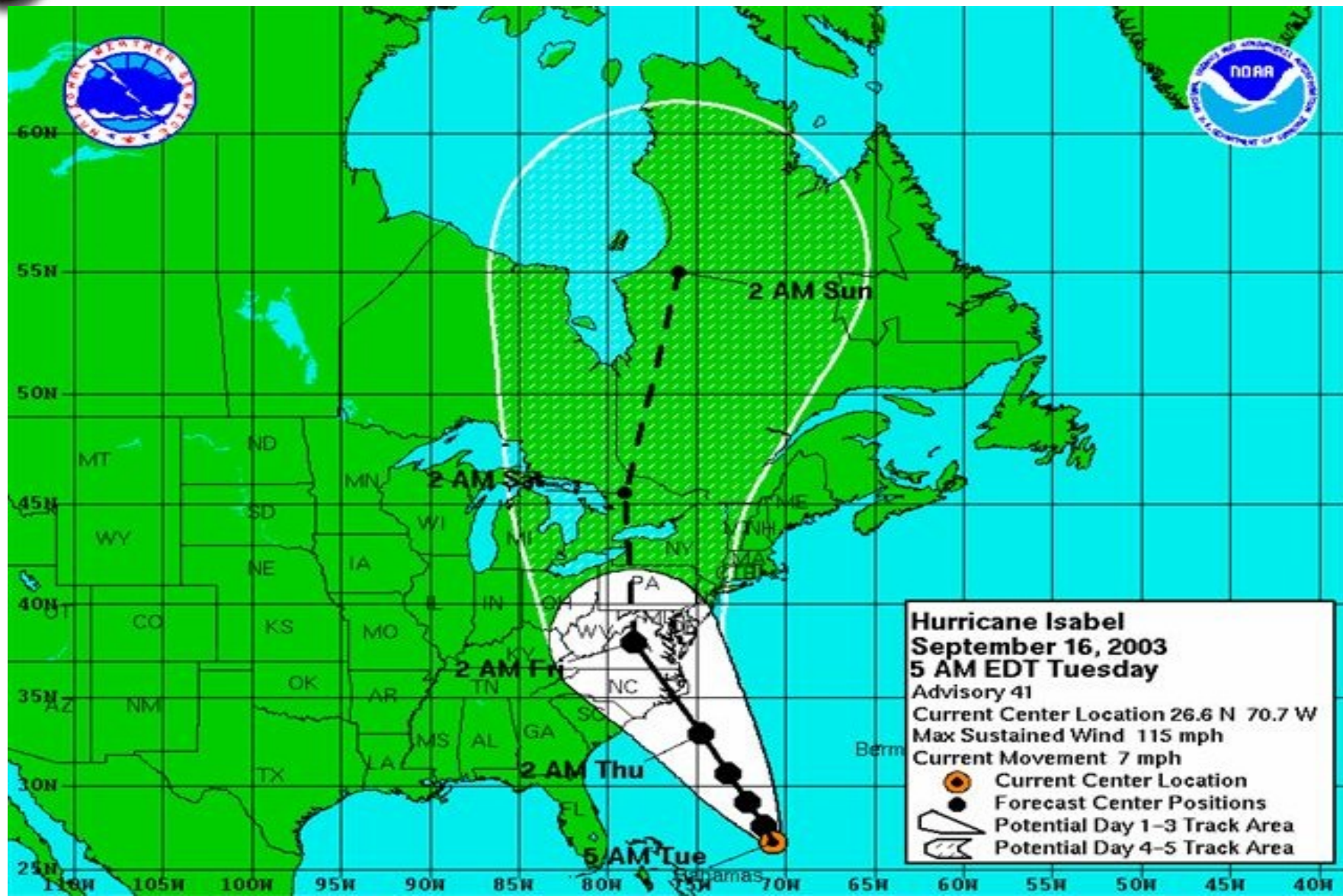
In order to...

- Identify facts and assumptions about the battlefield environment and the threat
- Provide a basis for intelligence direction and synchronization that supports the command's COA
- Contribute to complete staff synchronization and the successful completion of other staff processes

Analogy



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Define The Environment

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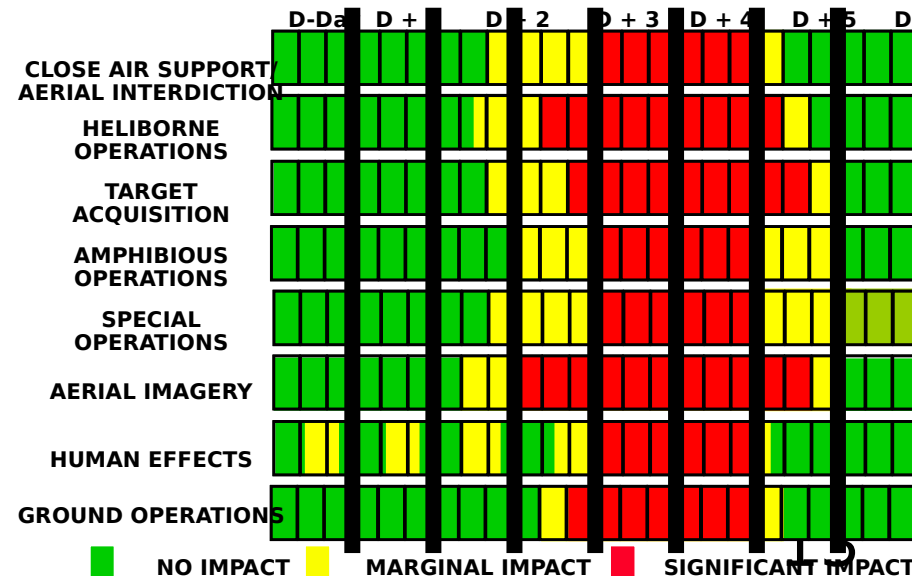
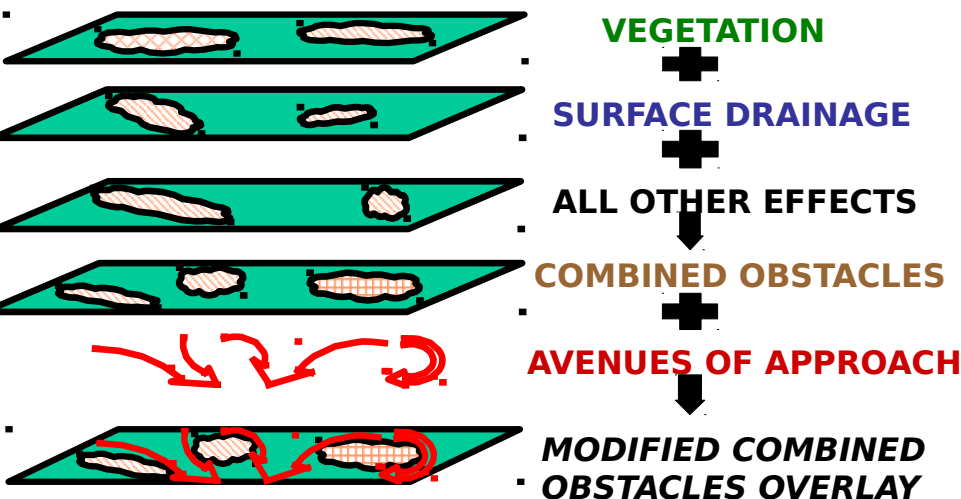
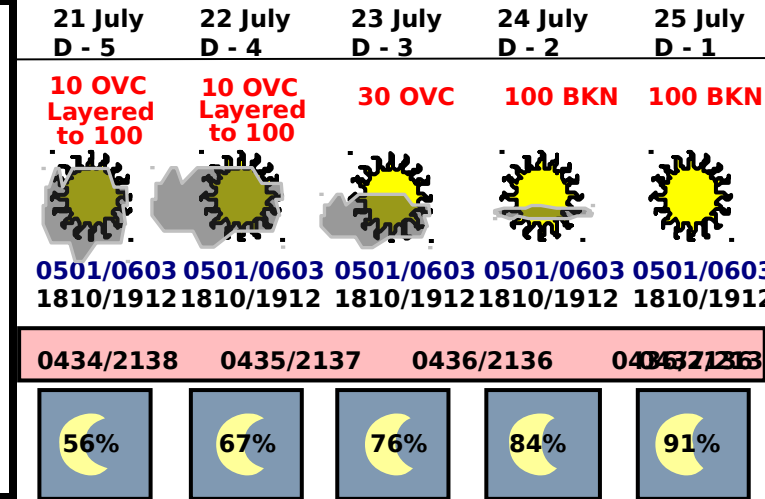
- Identify:
 - Area of Operations
 - Areas of Influence and Interest
 - Battlespace dimensions
 - Significant Characteristics: how the environment influences operations
 - IPB detail required and feasible
 - Collect & evaluate existing information
 - Identify knowledge gaps and priorities
- MCRP 2-12A

Describe The Effects



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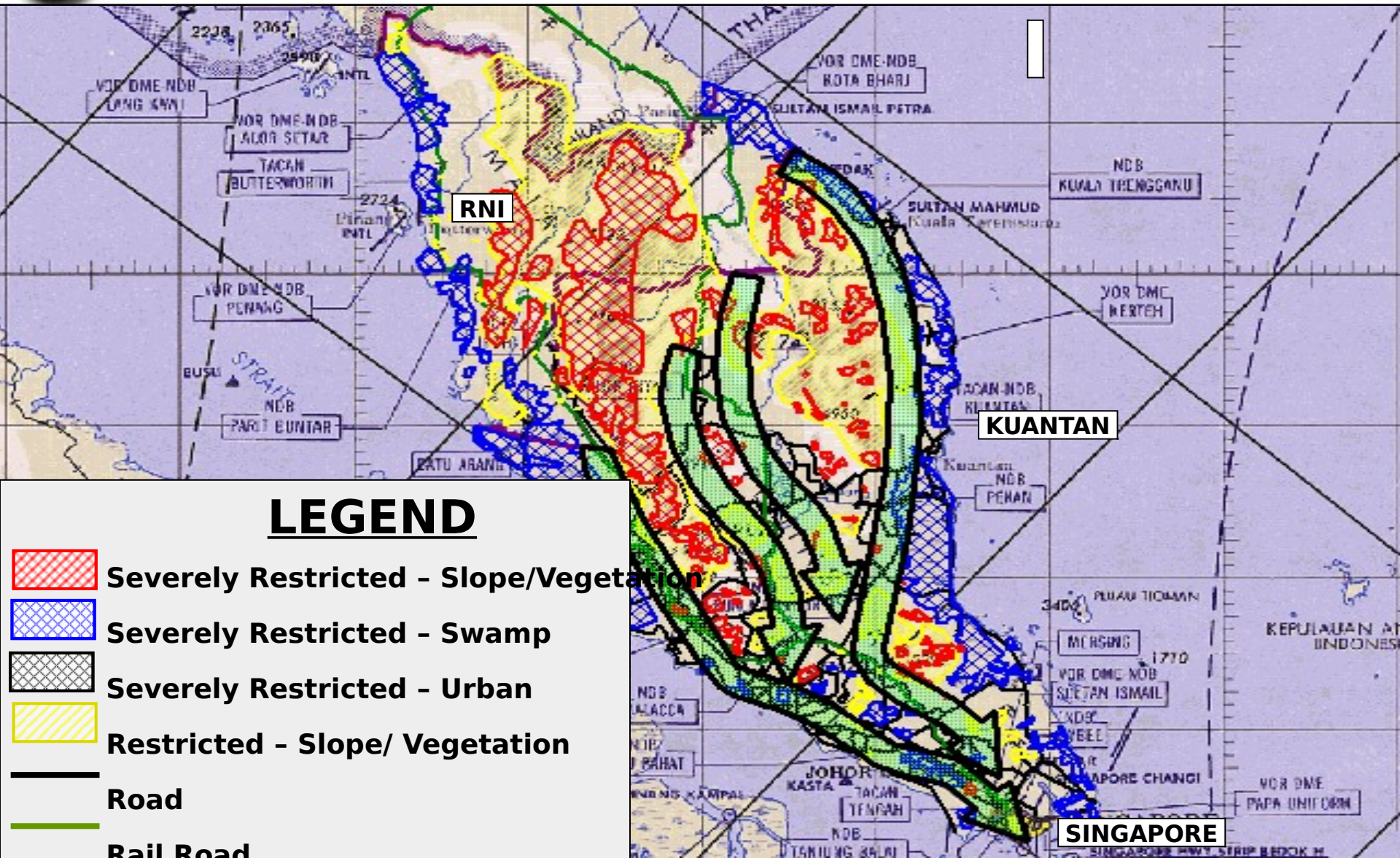
- **Weather and Astronomic data**
- **Terrain and Hydrography**
- **Populations and Demographics**
- **Infrastructure**
- **Other considerations?**



Modified Combined Obstacle Overlay



MSTP



LEGEND

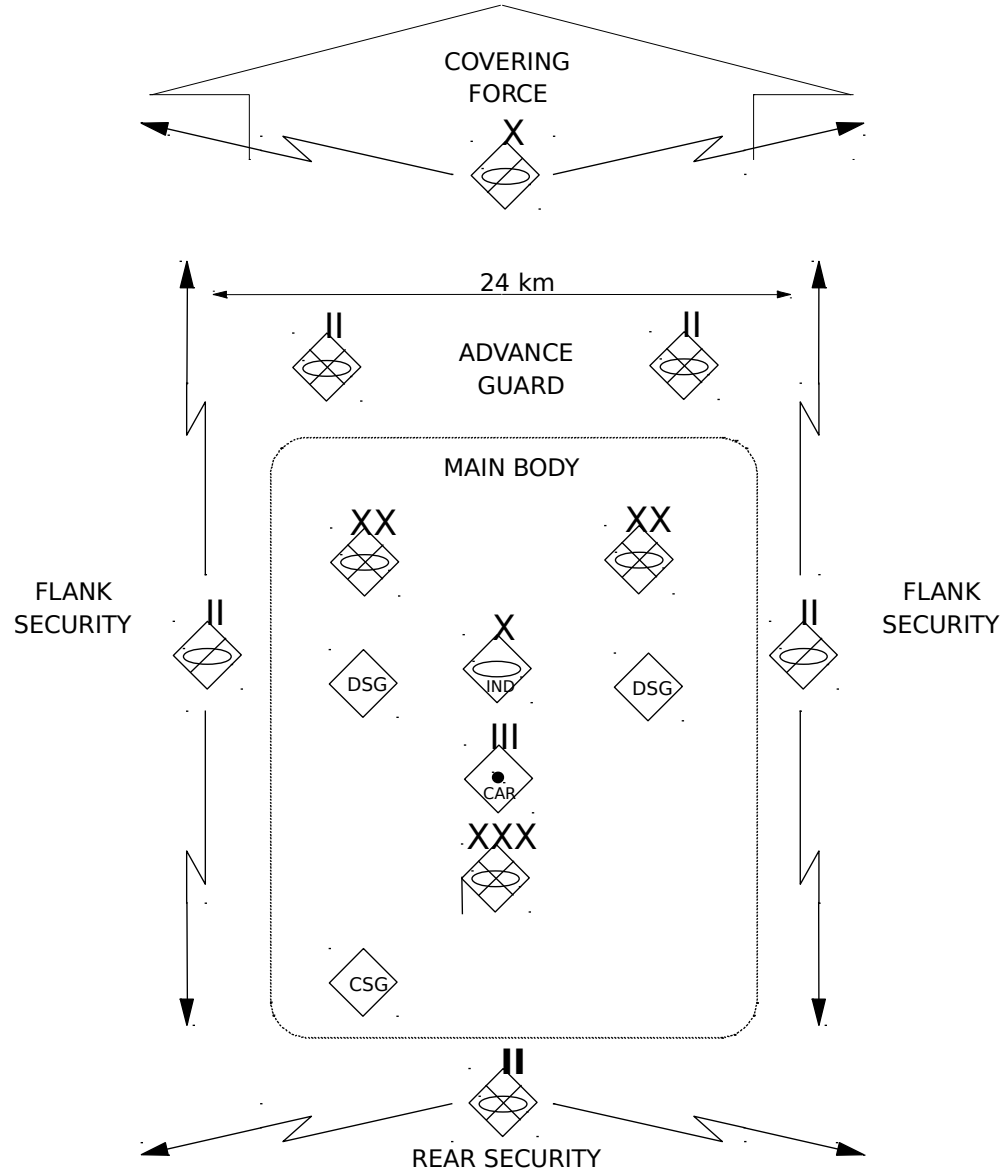
-  Severely Restricted - Slope/Vegetation
-  Severely Restricted - Swamp
-  Severely Restricted - Urban
-  Restricted - Slope/ Vegetation
-  Road
-  Rail Road



Evaluate The Threat

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- Description: The determination of threat force capabilities and the doctrinal principles and TTP threat forces prefer to employ
- Threat models
 - Doctrinal templates
 - Description of preferred tactics and options
 - Identification of type HVTs
- Current Intelligence

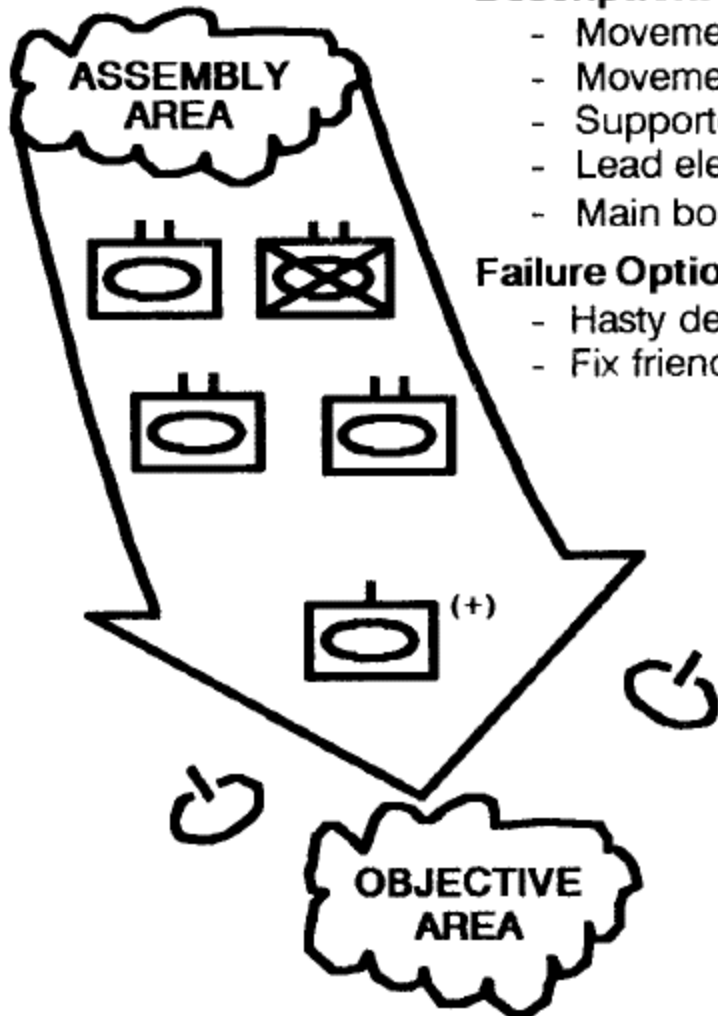


Legend:
 CAR = Corps Artillery Regiment
 CSG = Corps Support Group
 DSG = Division Support Group



Threat Model

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Description:

- Movement begins as early as 1.5 hours after order.
- Movement along previously rehearsed routes.
- Supported by well-planned and coordinated FS.
- Lead elements and supporting defenses fix friendly forces with fires.
- Main body seeks flanks of friendly forces.

Failure Options:

- Hasty defense.
- Fix friendly forces for counterattack by reserve of higher HQ.

DISRUPT	DELAY	LIMIT	TARGET SET	RELATIVE WORTH
X			C ³	
X	X		FS	
X	X	X	MANEUVER	
			ADA	
			ENGINEER	
X		X	RISTA	
			REC	
*	*	*	NUC/CHEMICAL	
X	X		BULK FUELS	
			AMMO	
			MAINT	
X			LIFT	
X			LOC	

Command centers coordinate move and commitment of reserves. Central FS centers nearby.

LOC allow rapid move of reserves and continued resupply.

Reserve units critical to success of defense.

FS masses fires to assist defense and commitment of reserves.

Acquire deep targets to disrupt friendly attack.

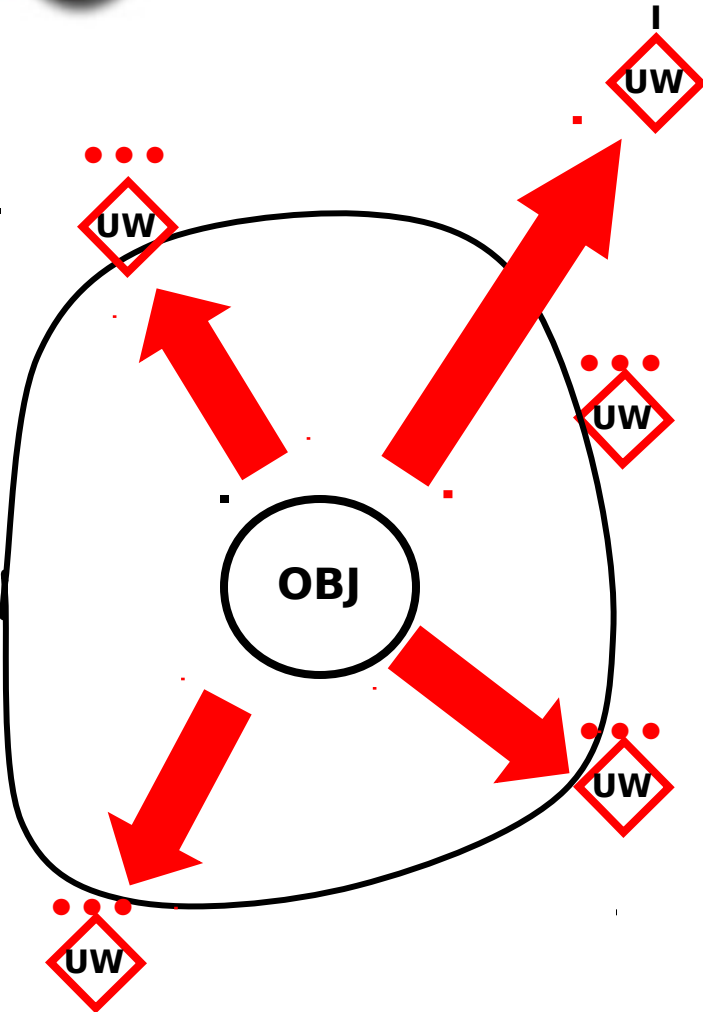
Stockpiles vulnerable, important for continued anti-armor and FS fires.

Figure 3-1-21. Relative target values.



Threat Model

MSTP



Description:

- FARC camp disperses 10-15 km from campsite first 12 hours.
- Movement along previously rehearsed routes to designated Rally Points.
- Delaying actions by mines/booby traps.
- 12-24 hours regroup and coordinate attacks.

-24-48 hours conduct "hit and run" tactics with 3-6 man teams.

DISRUPT	RELAY	LIMIT	TARGET SET	RELATIVE WORTH
X			C ³	
X	X		FS	
X	X	X	MANEUVER	
			ADA	
			ENGINEER	
X		X	RISTA	
			REC	
*	*	*	NUC/CHEMICAL	
X	X		BULK FUELS	
			AMMO	
			MAINT	
X			LIFT	
X			LOC	

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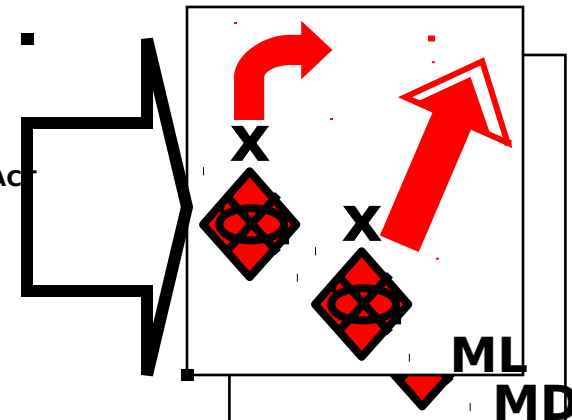
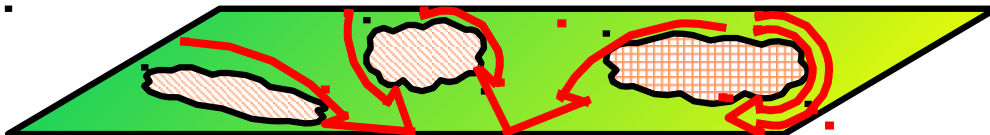
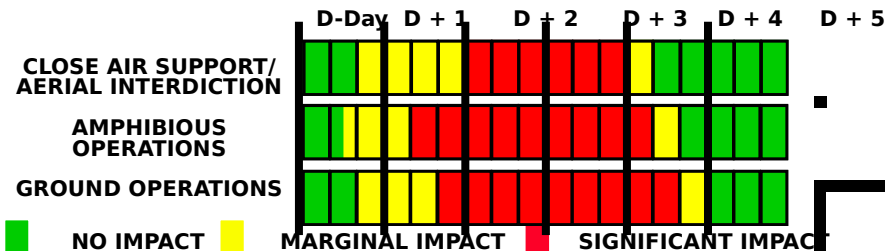
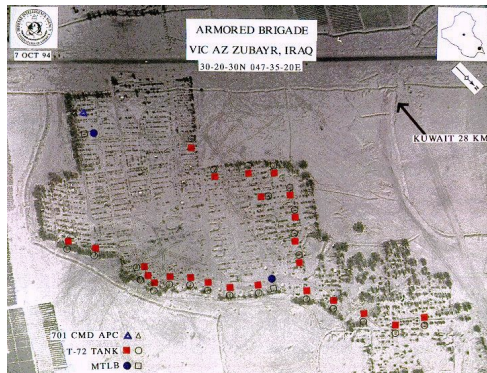
Stockpiles vulnerable, important for continued anti-armor and FS fires.

Figure 3-1-21. Relative target values.

Determine Threat COAs

MSTP

- Identify--
 - Likely threat objectives and desired end state
 - Complete range of COAs available to the threat
- Evaluate and prioritize enemy COAs
- Develop threat COAs as time permits
- Integrates all other IPB steps
facilitates integrated, enemy-oriented planning



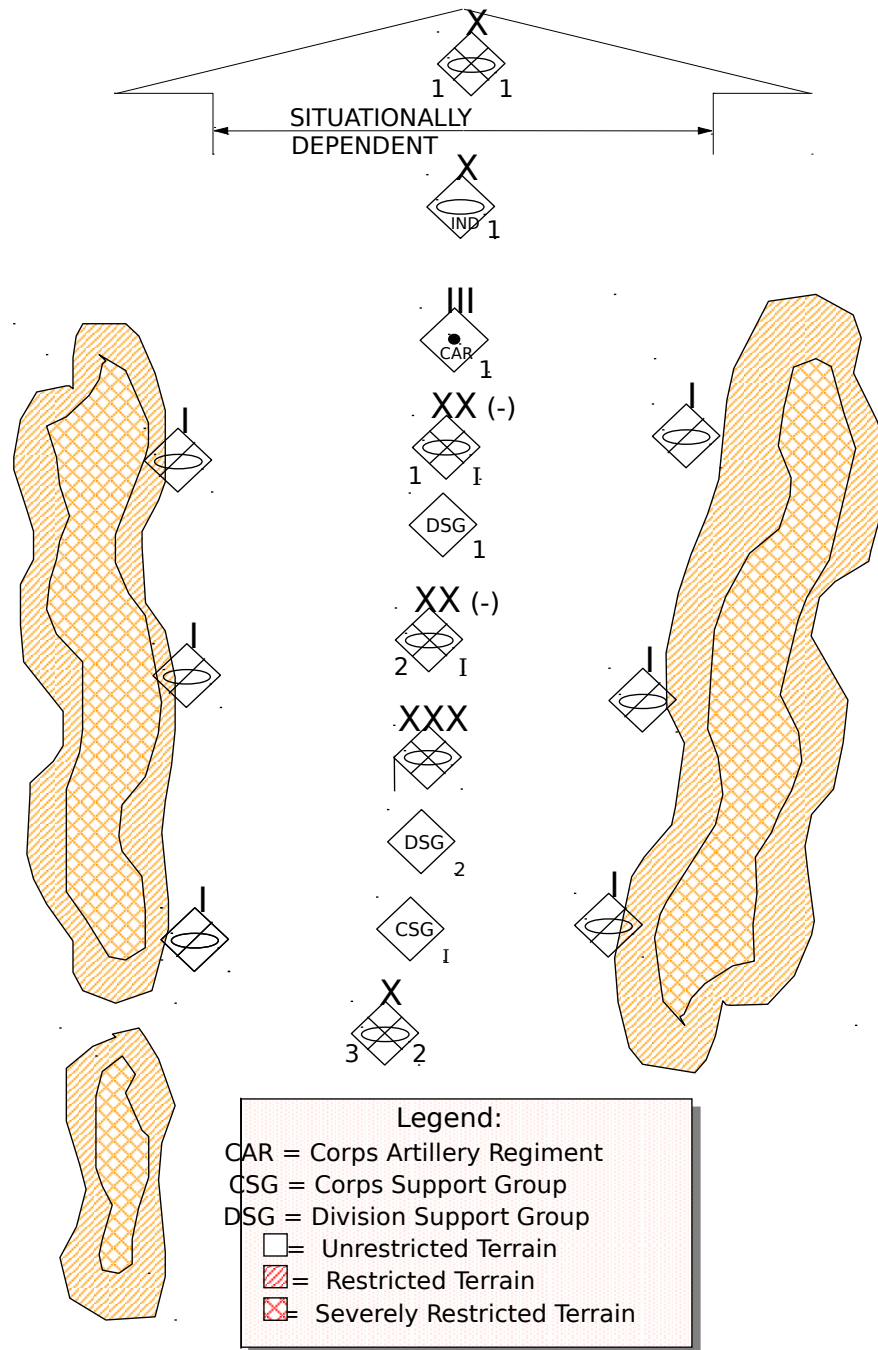
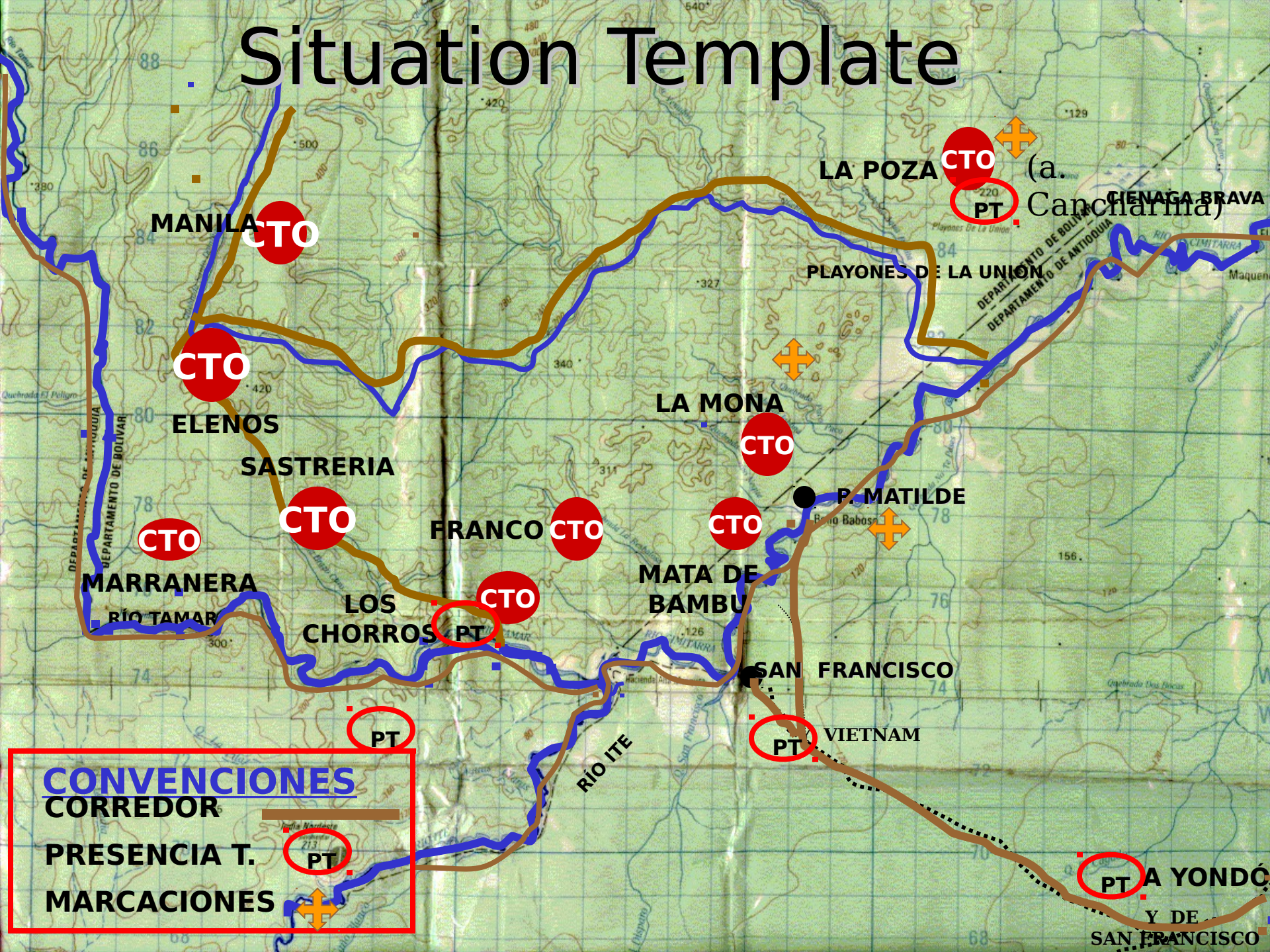


Figure B-3. Situation Template

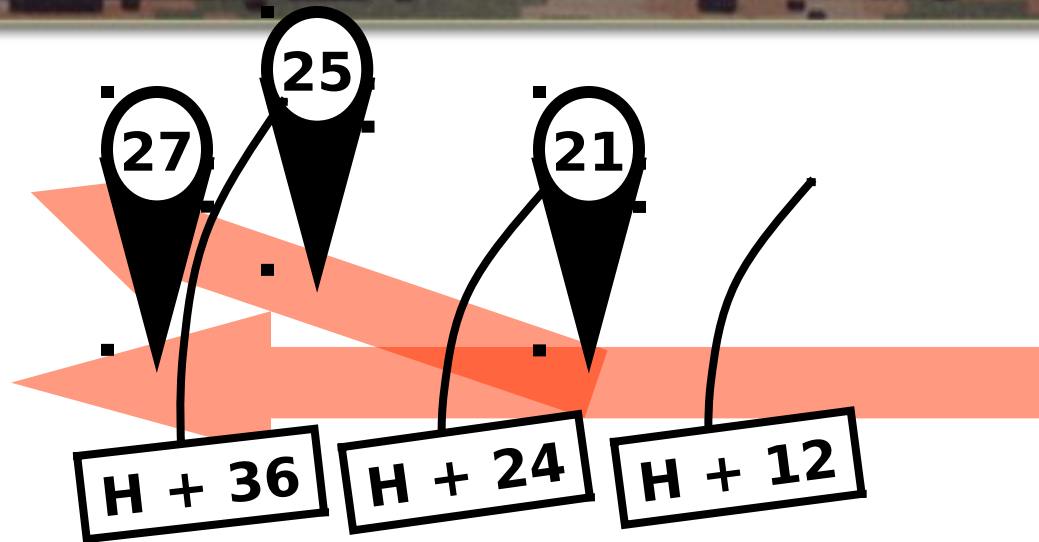
Situation Template





Time-Phase Lines And NAIs

MSTP



Time-Phase Lines (TPL)

Depict force movement rate.
Account for battlespace effects:
weather, terrain, contact

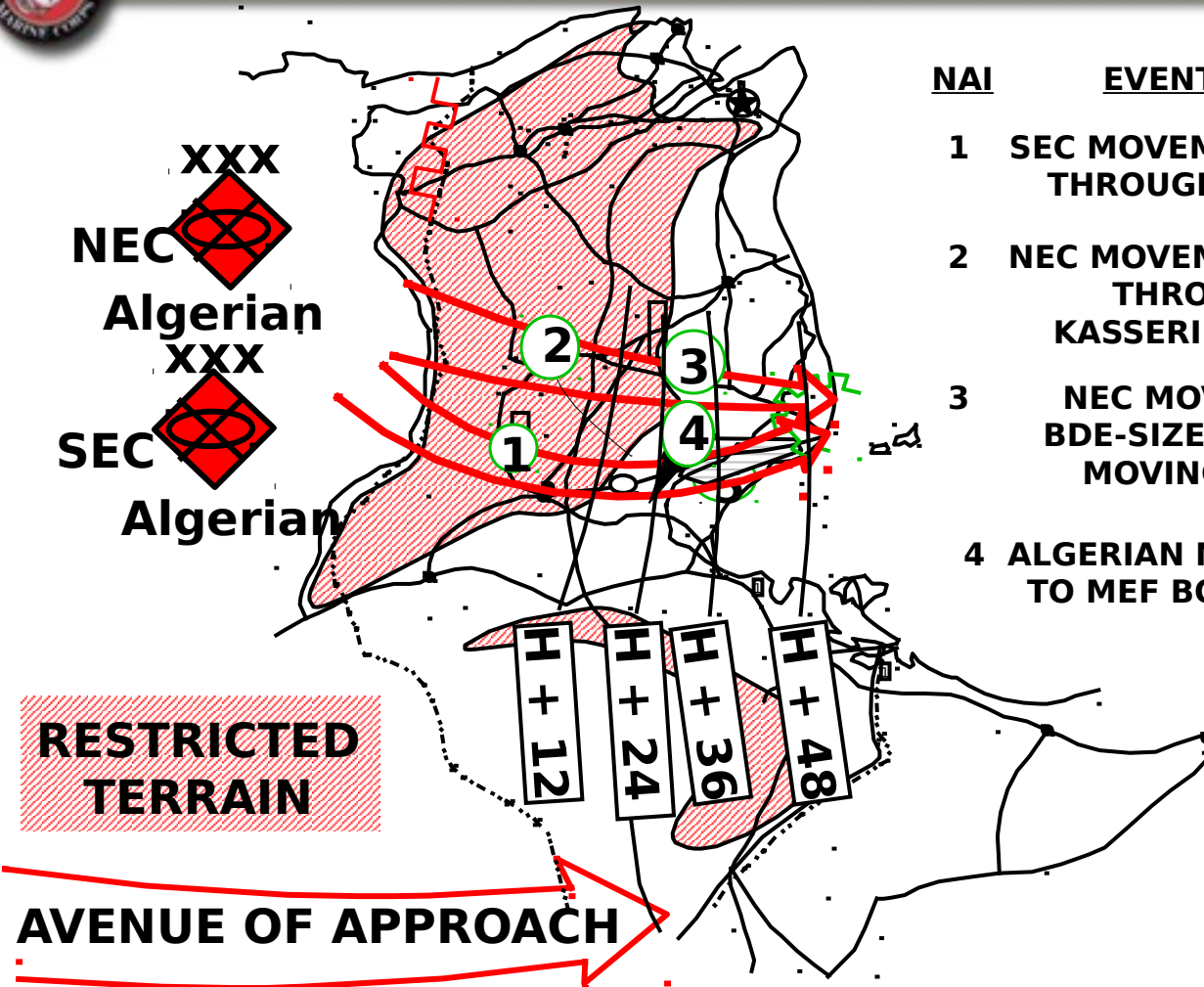
Named Areas of Interest (NAI)

Geographical areas where information
that satisfies a specific information
requirement can be collected. MCRP 2-12A

- *Assembly areas, attack positions, bridges, MSRs, SSM launch sites, storage facilities, garrison locations*
airfields, ports, railheads, beaches

Event Template And Matrix

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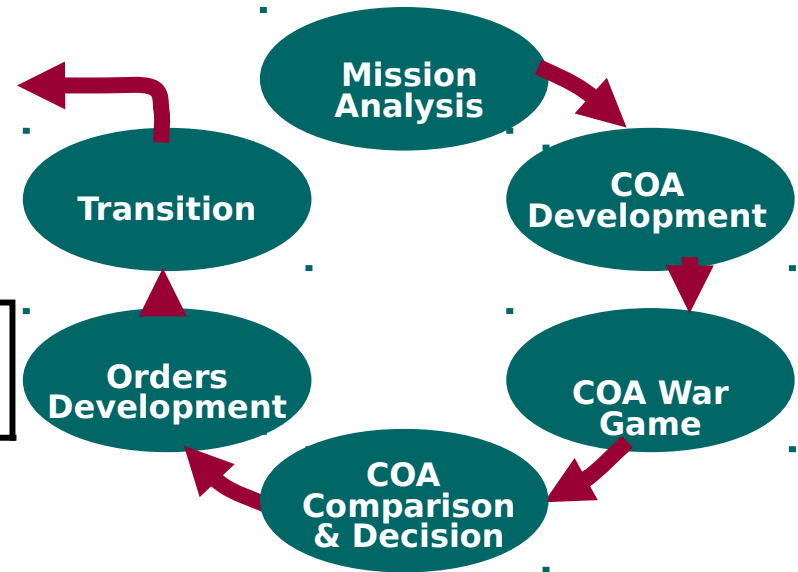
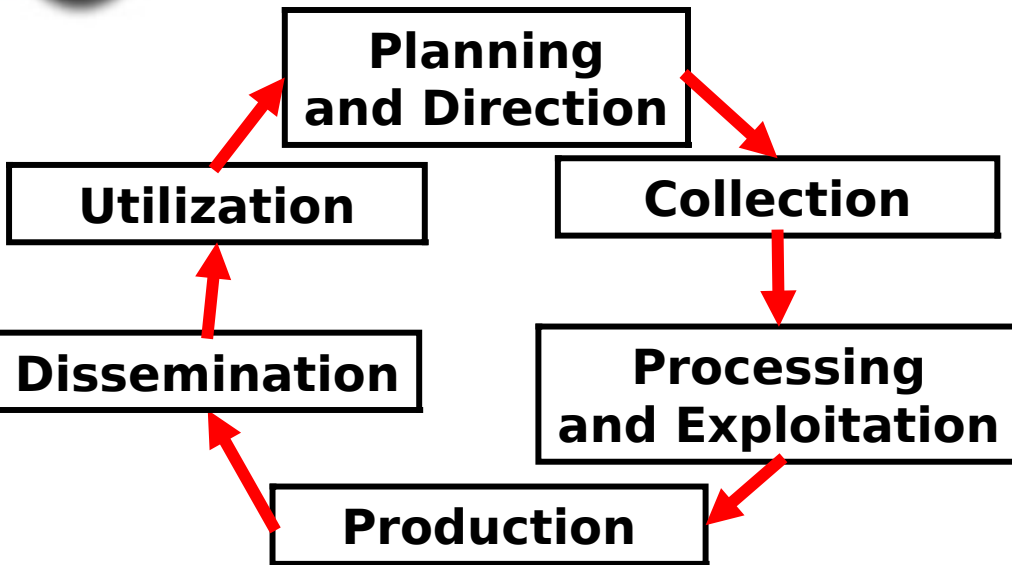
<u>NAI</u>	<u>EVENT</u>	<u>NET/ NLT</u>	<u>COLLECTION ASSETS</u>
1	SEC MOVEMENT EAST THROUGH GAFSA	H+6/ H+12	JTF COVERAGE/ SURVEILLANCE
2	NEC MOVEMENT EAST THROUGH KASSERINE PASS	H+12/ H+24	JTF XVIII ABN CORPS
3	NEC MOVEMENT BDE-SIZE FORCES MOVING EAST	H+36/ H+48	NAT'L IMINT, XVIII ABN CORPS, TUNISIAN FORCES
4	ALGERIAN MOVEMENT TO MEF BOUNDARY	H+48/ H+60	NAT'L IMINT, XVIII ABN CORPS, FORECON TEAM 5

2 **5** **NAMED AREAS OF INTEREST**
[POINT, AREA]

Planning And Intelligence



MSTP

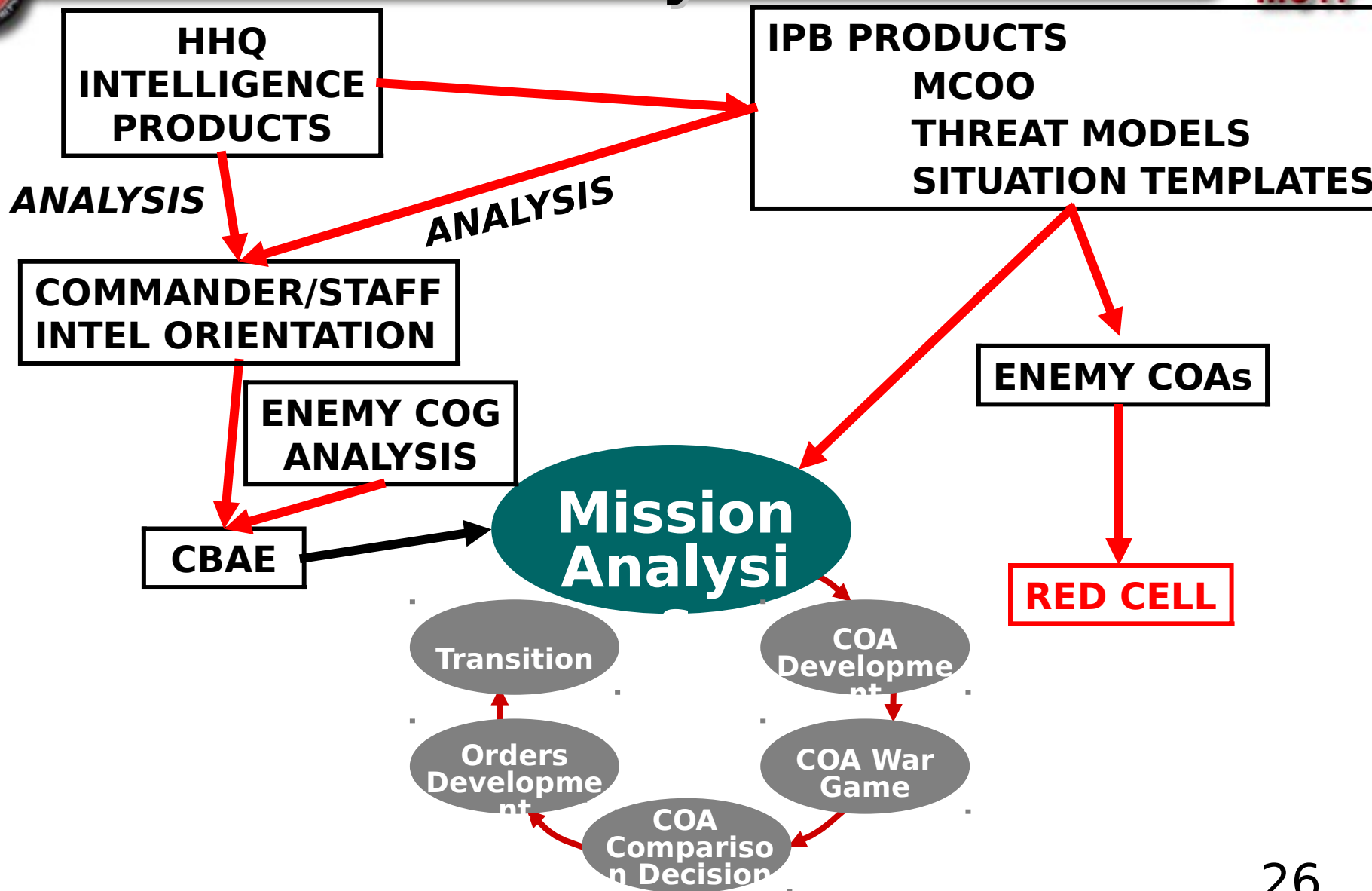


The Intelligence Cycle The Marine Corps Planning Process

***Every activity in the intelligence cycle is continuous...
Intelligence is an input into every phase of the MCPP***

Intel Support To Mission Analysis

MSTP





Red Cell

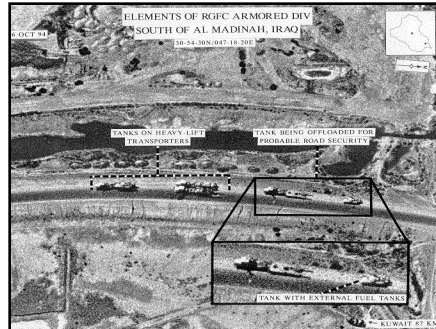
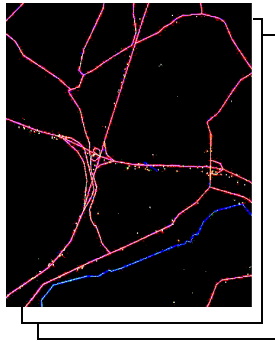
MSTP

- COMMANDER'S TOOL TO STRENGTHEN FRIENDLY COAs Free-willed, thinking enemy for COA wargame
 - Identifies faulty assumptions and conclusions about the enemy and environment
 - Uses intel info provided by G/S-2
- IDEALLY...
 - Commander's experience mirrors enemy COG
 - Staffed by SMEs from across the warfighting functions
- EFFORTS COMPLEMENT THE OPT'S

NOT THE OPT'S ADVERSARY!!!

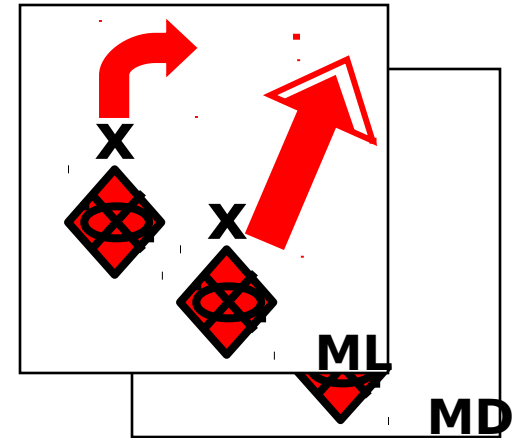
Intel Support To COA Development

MSTP

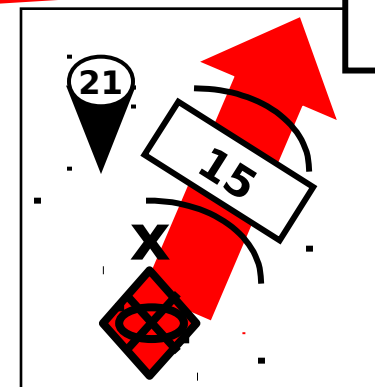


INTELLIGENCE UPDATE

REFINED & PRIORITIZED THREAT COAs



ROUGH CUT EVENT TEMPLATE



COA Development

Mission Analysis

Transition

Orders Development

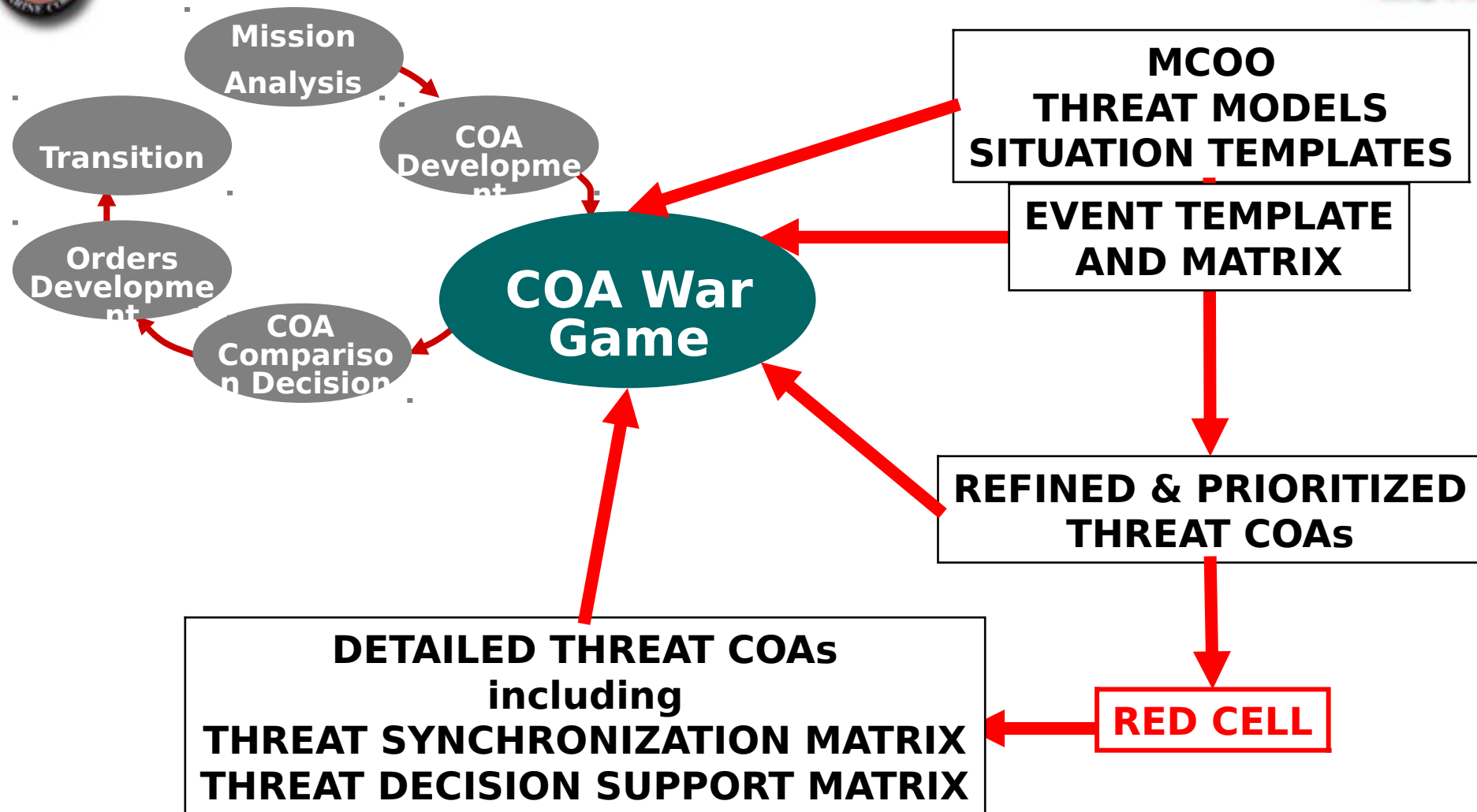
COA Comparison Decision

COA War Game

Intel Support To COA War Game



MSTP

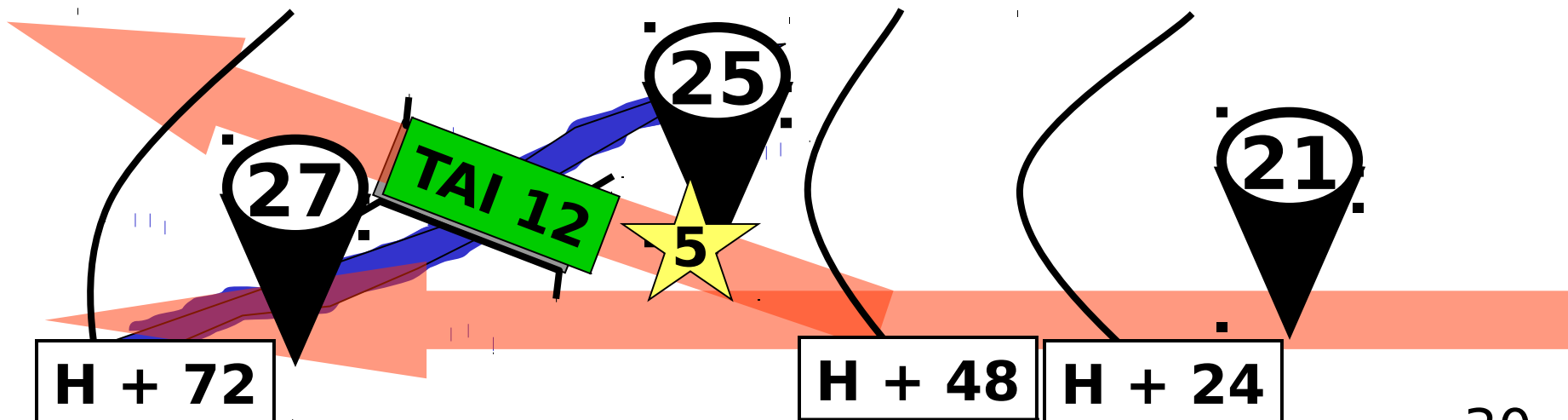


The Decision Support Template



MSTP

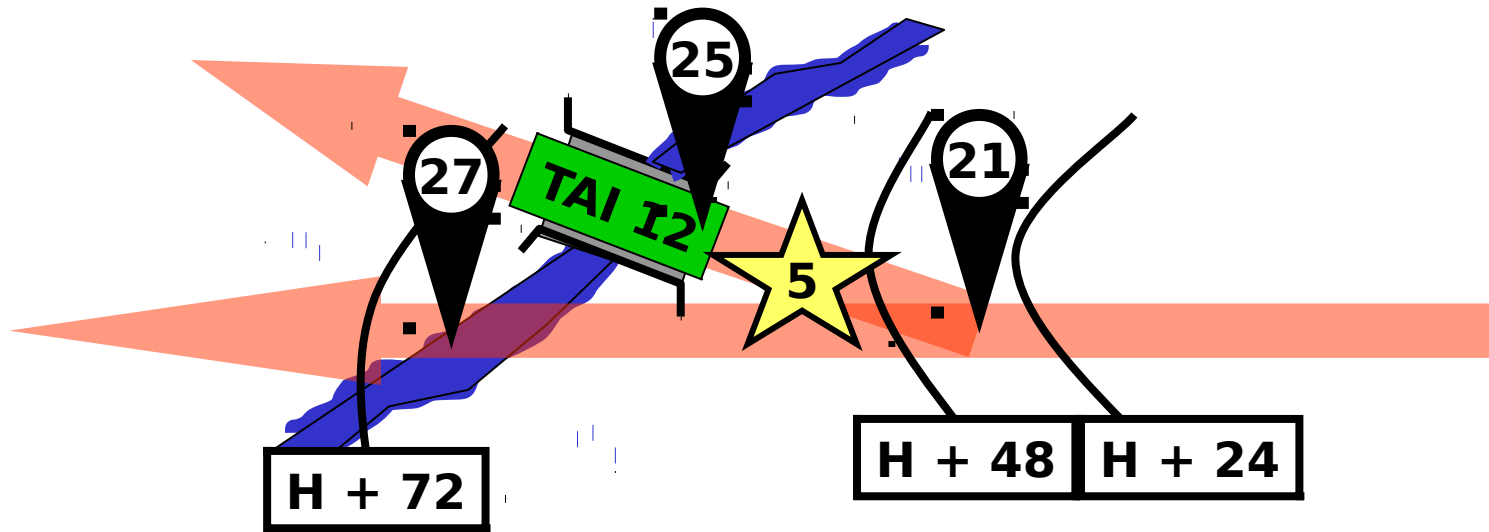
- “A graphic record of wargaming. The DST depicts DPs, timelines associated with movement of forces and the flow of the operation, and other key items of information required to execute a specific friendly COA” MCRP 2-12A





Decision Points/TAIs

MSTP



Decision Point:

Point in space/ time where the commander & staff anticipate a critical decision regarding a specific friendly COA

Targeted Area of Interest:

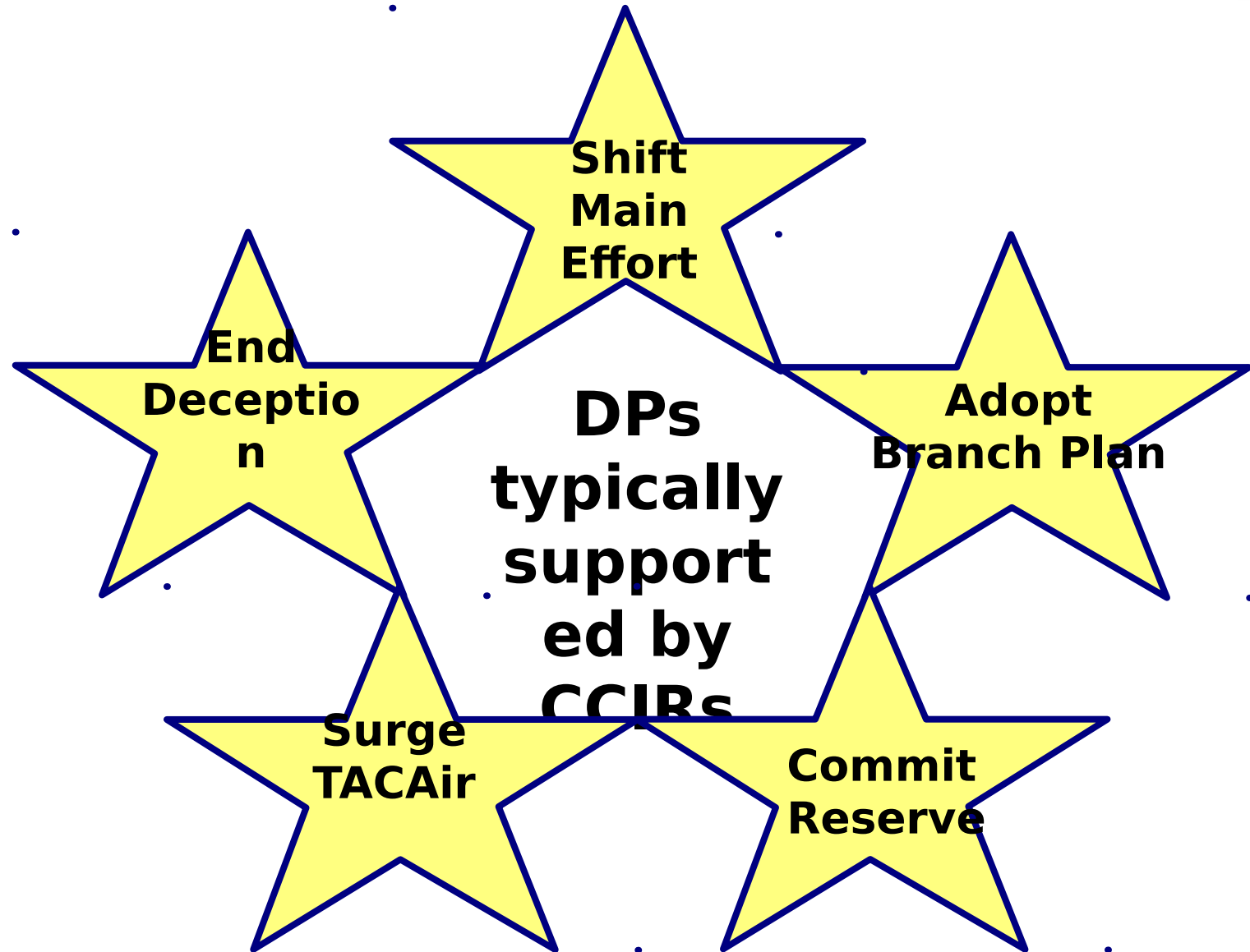
Geographic area or point...where successful interdiction causes the enemy to:

- Abandon a COA
 - Use specialized engineer support
- MCRP 5-12C

Decision Points



MSTP





Decision Points

MSTP

The link between CCIRs and Commander's Decisions



**Key implications for Priority
Information Requirements
(PIR)**

**IRs must
address other
intelligence
needs**



**And, the
intelligence
effort must
balance PIR
and IR needs**

Priority Intelligence Requirements



MSTP

Changing PIR

**Updated
PIR**



Dissemination

via:

- **FRAG Order**
- **Collection Emphasis Message**
- **TACLAN**
- **INTSUM**

XXX
MEF

XX
DIV

XX
ACE

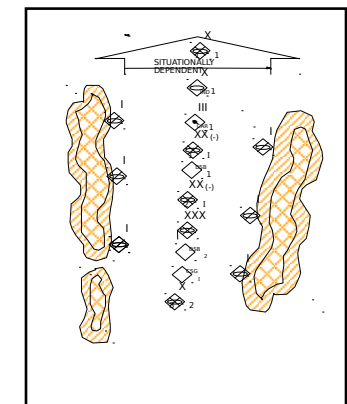
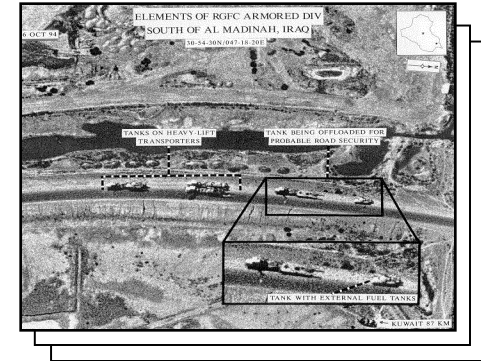
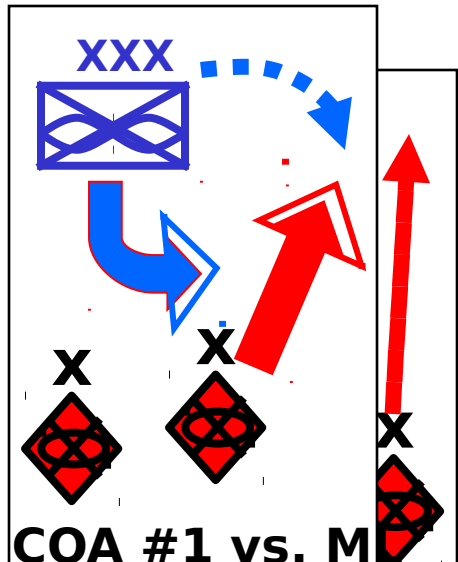
X
**FSS
G**



Intel & COA

Comparison/Decision

MSTP



G-2 ASSESSMENT OF ENEMY COAs
IMPACT ON FRIENDLY COAs

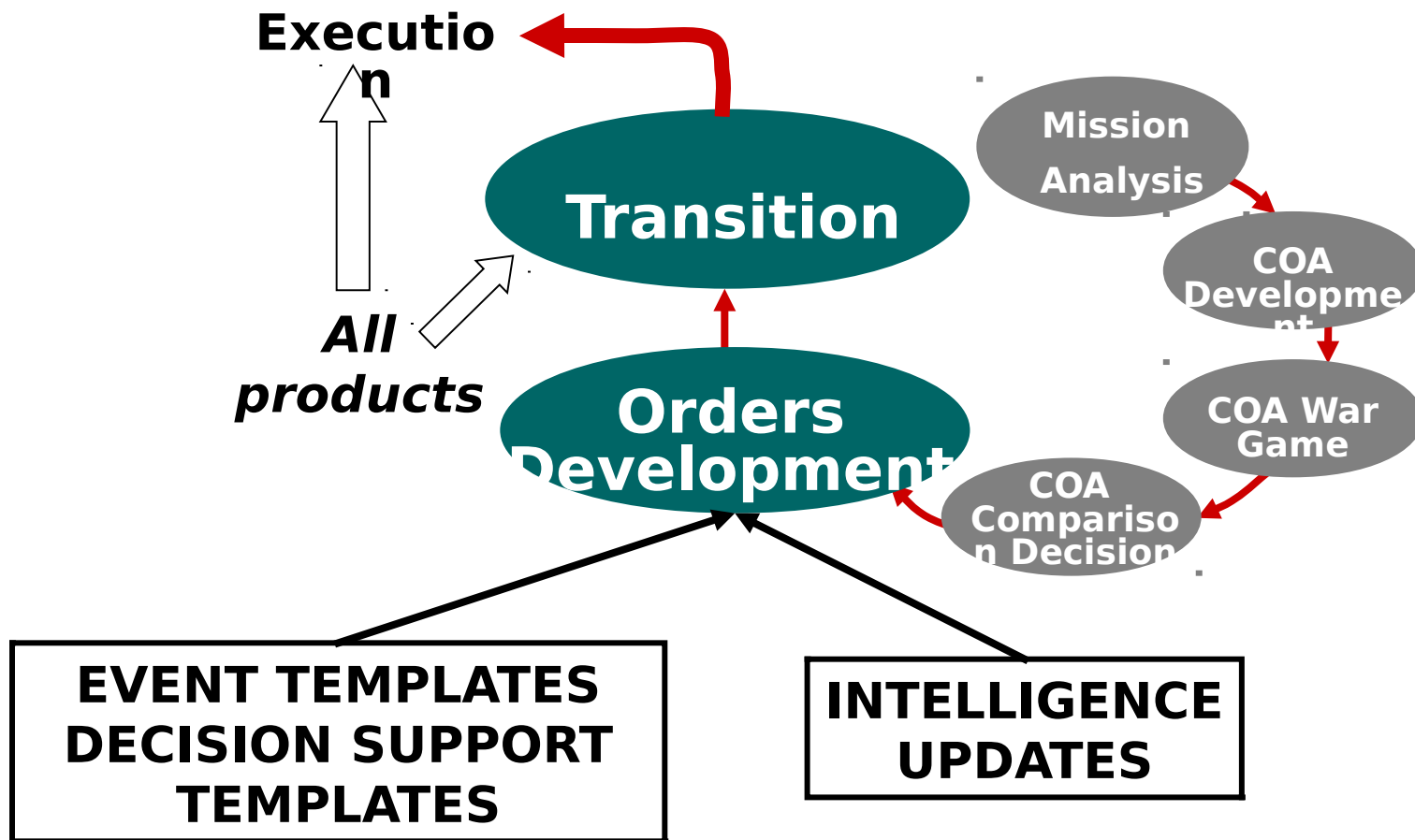
UPDATED IPB PRODUCTS AND
INTELLIGENCE UPDATES

INTELLIGENCE ESTIMATES
OF SUPPORTABILITY

Orders Development & Transition



MSTP



Summary



MSTP

- Described the Intelligence warfighting function
- Explained how the IPB process is used to organize intelligence support for the commander and staff
- Described the timing of intelligence products to support decisionmaking and staff planning